NES-OW-USA

TAITO™

OPERATION WOLF™

HOW TO PLAY

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- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THANK YOU

for buying Operation Wolf® from Taito®.
This arcade hit is now yours to enjoy at home.
For the most fun, read this instruction manual thoroughly before you begin your mission.

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RESCUE/ ATTACK TEAM: OPERATION WOLF.
LOCATION: SOUTH AMERICAN JUNGLE.
SITUATION: TERRORISTS HAVE TAKEN AMERICAN EMBASSY OFFICIALS AS PRISONERS.
MISSION: LOCATE AND PENETRATE TERRORIST JUNGLE STRONGHOLD; GET IN FAST, HIT HARD AND EVACUATE PRISONERS TO SAFETY.

THE MEN OF OPERATION WOLF, THE MOST FEARLESS AND SKILLED PERSONNEL THE U.S. ARMED FORCES HAVE TO OFFER, APPROACH THE AREA BELIEVED TO BE THE CENTER OF THE TERRORIST CAMP.
ALL RIGHT, MEN. TEAM J SHOULD HAVE THE EXPLOSIVES IN PLACE AND READY TO BLOW THEIR COMMUNICATIONS TOWER SKY-HIGH.
THEY HAVEN'T SPOTTED 'EM YET...
GET READY TO GO!

CHOPPER ONE LANDS AND OPERATION WOLF GREETS THE ENEMY WITH A HAIL OF FIRE.
UGH!
AAAA!
FIRE YOUR WAY THROUGH, MEN. WE'VE GOT TO MAKE IT BEFORE THIS PLACE BLOWS.

ONE TERRORIST INSTALLMENT AFTER ANOTHER IS BLOWN TO BITS BY TIMED EXPLOSIVES PLANTED BY THE PRE-ATTACK TEAM.
THESE FIREWORKS SHOULD KEEP THE CREEPS BUSY WHILE WE ROUND UP THE PRISONERS.
KABOOM!

AS THE FRONT GATE OF THE CAMP IS BLASTED THROUGH, THE MEN OF OPERATION WOLF WORK TO STEER THE PRISONERS TO THE WAITING ESCAPE CHOPPER.
GO! GO! GO! GET ON BOARD THE CHOPPER AS FAST AS YOU CAN.

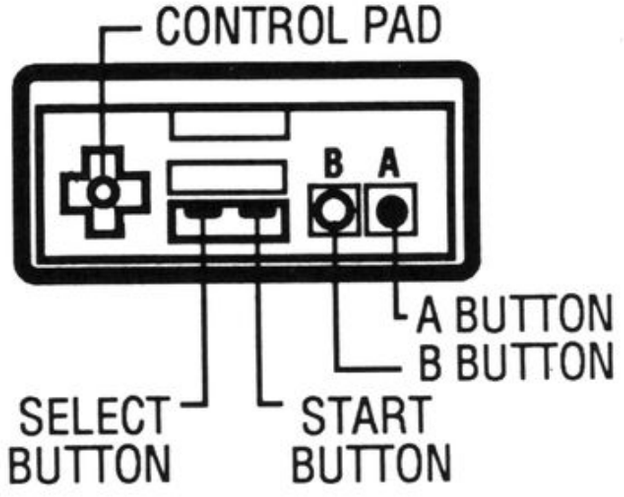
EVERYBODY UP AND IN! HURRY, HURRY! DON'T TRIP, DON'T PUSH. JUST MOVE FAST.

AS THE PRISONERS BOARD THE CHOPPER, THE TERRORISTS COME FROM ALL DIRECTIONS, THEIR HEAVY GUNS SPITTING OUT A NON-STOP WAVE OF BULLETS.
WE'LL KEEP 'EM BACK LONG ENOUGH TO GET EVERYBODY ON BOARD!

HOW TO OPERATE

Controller

"A" Button	Fires machine gun.
"B" Button	Launches grenade.
Arrow Keys	Moves gunsight.



Start Button

- Press the **START** button to begin the game.

Gunsight Control Selection

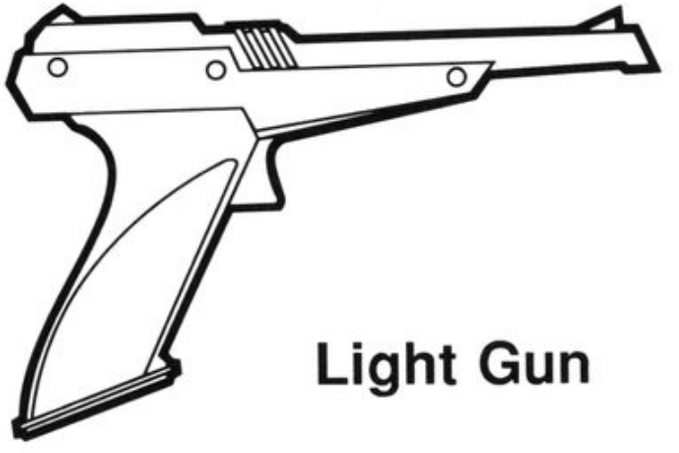
- Press the **SELECT** button to choose gunsight speed.
- Press the **START** button to continue.

HOW TO OPERATE (continued)

Light Gun

Plug **CONTROLLER ONE** into **Port 1** and the **LIGHT GUN** into **Port 2** before turning on the NES deck.

Trigger	Fires machine gun.
Trigger + "B" Button	Launches grenade.



Light Gun

Start Button

- Pull the **TRIGGER** to start the game.

Pause Function (Controller & Light Gun)

- Press the **START** button to pause the game.
- Press the **START** button to resume play.

HOW TO PLAY

Operation Wolf has four levels. Each level consists of six missions which are displayed on the Operations Screen. You must accomplish the mission objective and reduce all enemy forces to zero strength to advance to the next mission. The level is completed when you escape from the airport with the prisoners. Each level becomes faster and harder to complete as you progress.

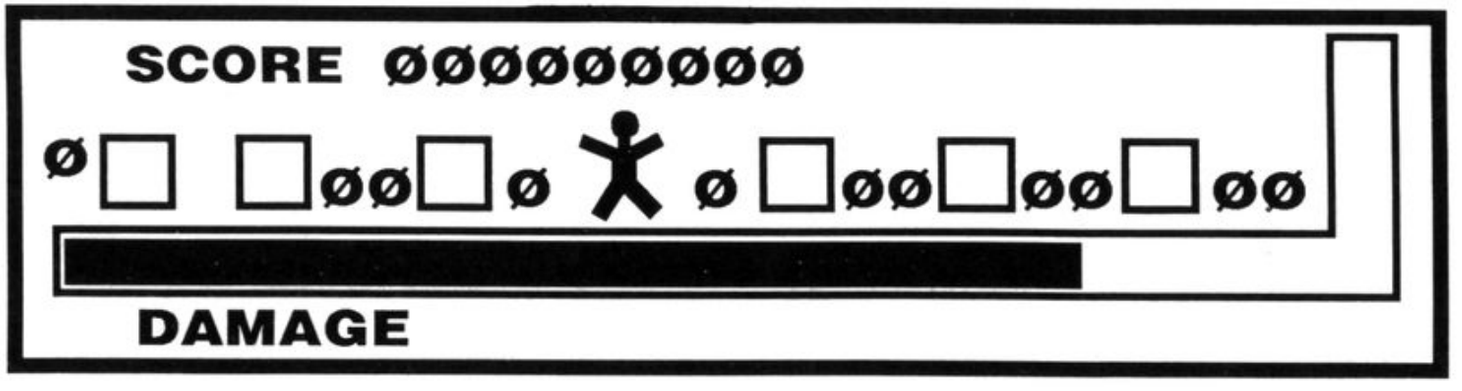
When you are hit by the enemy, your level of injury increases. If the injury indicator at the bottom of the screen becomes completely red, your injury level has reached the critical point and the game ends. You can reduce your injury level by getting power drinks.

Increase your weapons supply by collecting extra grenades and bullet magazines. You'll need everything you can get!

MISSION STATUS

The player's current status is displayed below the game screen.

- Timer for FREE bullets.
- Number of magazines remaining.
- Number of bullets remaining in current cartridge.
- Number of grenades.
- Number of prisoners rescued.
- Number of enemies.
- Number of helicopters.
- Number of gunboats (in jungle mission).
- Number of armored cars.
- Current level of injury.



HOW TO PLAY (continued)

Civilians and Prisoners

Child **Nurses** **Prisoner**

DON'T FIRE AT THE CIVILIANS OR PRISONERS.
Your injury level increases if they are hit.

In the **PRISON CAMP** and **AIRPORT** missions, a prisoner is rescued when he crosses the screen from the right side to the left side. The number of prisoners rescued at the prison camp will appear at the airport.

SCORING

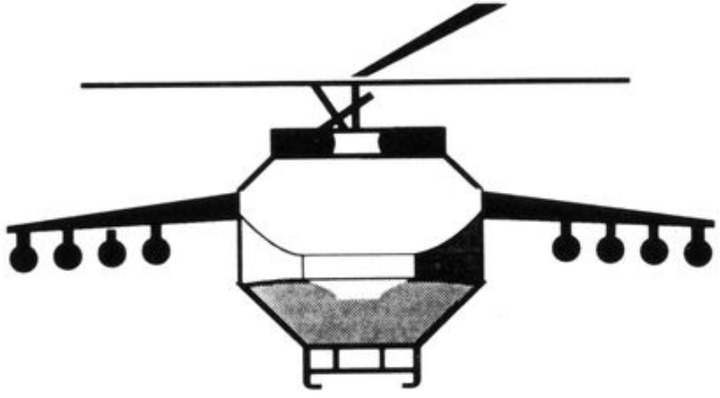
Enemy Point Values

Watch out for the general! He's holding a woman prisoner. The player should aim at the general and not harm the prisoner or else the level of injury increases.

Before you can escape from the airport, you must bring down the terrorist's HIND helicopter gunship!

Motorcycle Soldier
150 pts.

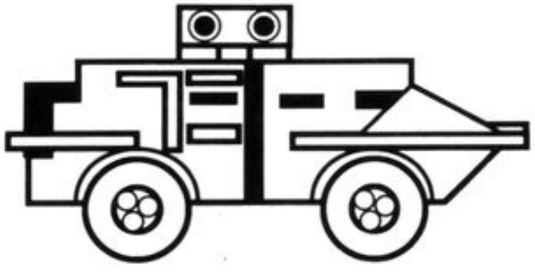
General
5000 pts.



HIND Helicopter
7000 pts

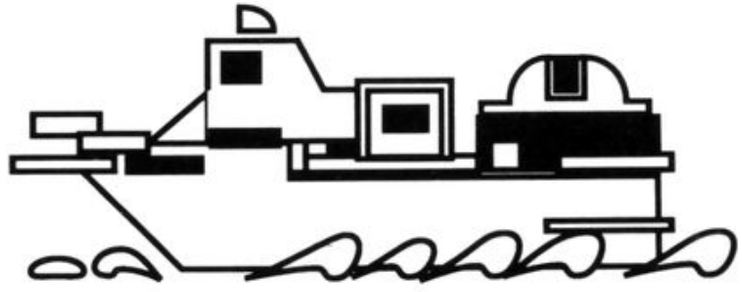
Enemy Point Values

10,000 points are awarded for every mission completed.



Armored Car
1000 pts.

Helicopter
2000 pts.



Gun Boat
1000 pts.

SCORING (continued)

Enemy Point Values

10,000 points are awarded for successfully rescuing the prisoners.

Field Soldier
50–100 pts.

Armored Soldier
200 pts.

Guerilla Soldier
200 pts.

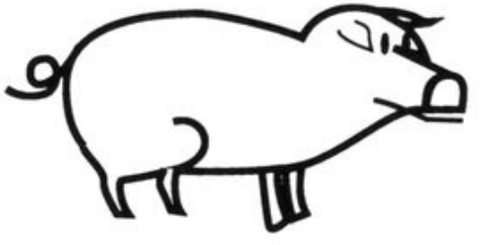
Knife Soldier
300 pts.

BONUS ITEMS

Hit these targets to provide extra weapons and medical supplies.

Vulture
Extra bullet magazines

Pig
Extra bullet magazines



Magazine
Contains 20 bullets

Dynamite
Blows up enemies on screen

BONUS ITEMS (continued)

Hit these targets to provide extra weapons and medical supplies.

Power Drink
Reduces level
of injury

FREE
Free rapid fire for
10 seconds

Chicken
Extra grenades

Grenade
Extra fire power

A player can have a maximum of nine bullet magazines
and nine rocket grenades during the game.

The President's Screen

After completing the airport mission, the president gives a speech.
The type of speech he gives depends on how many prisoners are rescued.

# of Prisoners	Tone of Speech	Bonus Points
0	Angry	60,000
1	Unhappy	70,000
2	Happy	80,000
3	Happy	90,000
4	Very Happy	100,000
5	Very Happy	110,000

The game will end if you complete the prison camp mission without rescuing any prisoners.

Mission Statistics Screen

This screen appears when the current game is over. It indicates how far the player progressed and the level of accuracy.

Continue Option

The player can continue the current game once per mission.
There is **no** continue option in the prison camp or airport missions.

- Press the **"A"** button to continue.
- Press the **TRIGGER** for the light gun.
- Press the **"B"** button to end the game.

HINTS AND TIPS

- Don't fire constantly - preserve your ammunition.
- Pick up extra weapon supplies for maximum fire power.
- Don't hit civilians.
- Fire at the knife soldier before he gets the prisoner.
- Armored cars, gunboats and helicopters inflict the most damage. Aim at them first.
- Press the "**A**" button to speed up the screens that appear before and after each mission.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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